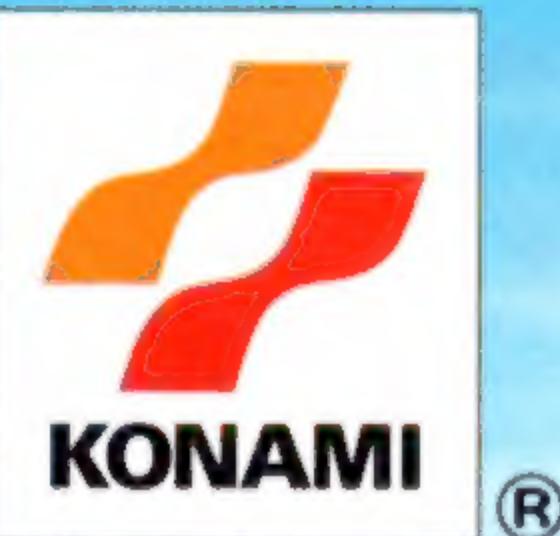


WONDER
GAME BOY®



KONAMI.

KRAZYY RACERS™



AGB-AKWE-USA

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

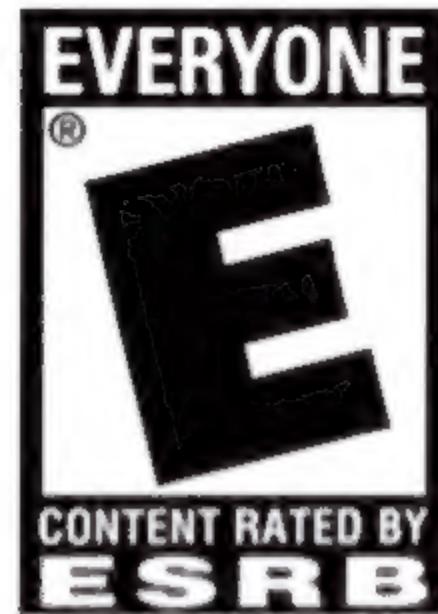
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

STORY

A Krazy World hovering in space
has been flooded with go-carts!
Children and adults alike are crazy
about go-carting!

One day, this e-mail was sent to a
group of Konami characters by
Konami NET requesting their
appearance in a go-cart race.

Invitation

A Konami Character Grand Prix will
be held on the Krazy Circuit. You're
in, right?

-Konami Man

All Konami characters claim to be
the best. The KRAZY race is about
to begin!

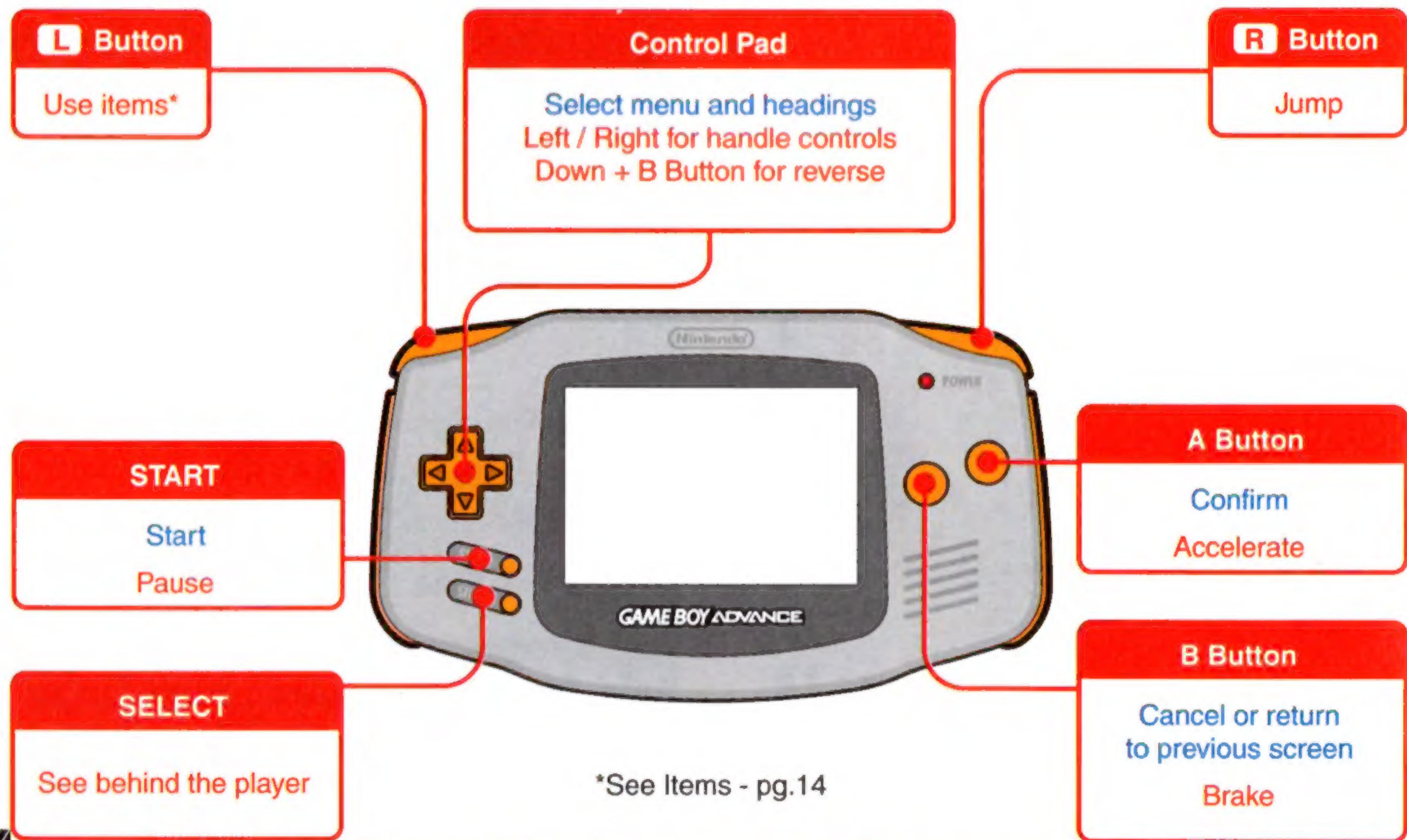
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Basic Controls

Red indicates button commands during the race;
blue indicates button commands for other screens.





Starting a Game

- 1.** Properly insert the game cartridge into the Game Boy® Advance unit and turn on the power.
- 2.** Press START on the Title Screen, select either New Game or Load Game, and press START.
To Load: Data files will be displayed. Use Up or Down to select the file to load and press the A Button.
*Only possible when there is previously saved data. See Save - pg. 13
- 3.** Use the L and R Buttons to enter the player's name. Use the Control Pad to select letters, the A Button to input, and the B Button to cancel. After completing name entry, select END and press the A Button. A confirmation message will appear, and if the name as shown is correct, choose OK and press the A Button. To make changes, choose NO and press the A Button.
- 4.** Use the Control Pad on the Menu Screen (Home Page) to select a menu to go to and press the A Button.

License Center	Take a test to obtain a license	pg.13
Race Menu	Move to the Race Menu Screen	pg. 9
Item Shop	Purchase items, set items	pg.15
Rumor Billboard	Get a variety of information about the game	pg.13
Exit	Finish the game and return to the Title Screen *Data will be erased if the Title Screen is returned to without saving.	
Save	Move to the Save Screen	pg.13

Character Descriptions

Goemon

Goemon Series Representative

A righteous, hot-blooded youth. He has rescued Oedo from countless dangers, and decided to participate in the competition because of an eerie feeling about the race that had begun to creep up on him.

*Top Speed ③

*Acceleration ④ *Grip ③



Pawapuro-Kun

Jikkyo Power Pro. Baseball Series Representative

Youth who loves baseball and dreams of appearing in the Koshien high school baseball tournament where the best of the best high school teams in the country compete. Will fan support give him on edge in Krazy Racing?

*Top Speed ②

*Acceleration ③ *Grip ⑤



Pastel

Twinbee Series Representative

Pilot of the Winbee. She is a gentle, outgoing young girl who normally spends her time maintaining peace on Donburi Island as a member of the Twinbee Team.

*Top Speed ③

*Acceleration ④ *Grip ③



Nyami

Poppin' Music Series Representative

She is a teen popstar who, together with her sidekick Mimi, performs as a TV announcer and singer. The show she appears in regularly, "Poppin' Party," is at the top of the charts.

*Top Speed ③

*Acceleration ③ *Grip ③



The aim of Krazy Racing is to win the Konami Character Grand Prix. But for some reason, all the characters assembled seem to have misunderstood this somewhere along the line....

*Top Speed, Acceleration, and Grip are measured on a numerical scale, with 5 being the best.

Takosuke

Parodius Series

Representative

The son of Mr. Parodius. He appeared in the first Parodius and still puts on lively shows of Paro Power. He still stirs up an uproar here and there.

*Top Speed ②

*Acceleration ③ *Grip ⑤



Ninja

Metal Gear Series

Representative

With a robust physique and a high degree of combat ability, the true nature of Ninja is nonetheless enshrouded in mystery.

*Top Speed ③

*Acceleration ④ *Grip ②



Dracula

Castlevania Series

Representative

This demon lord was sealed and kept in a deep sleep for a long time, but was resurrected so that he could participate in Krazy Racing.

*Top Speed ⑤

*Acceleration ② *Grip ②



Moai

Gradius Series

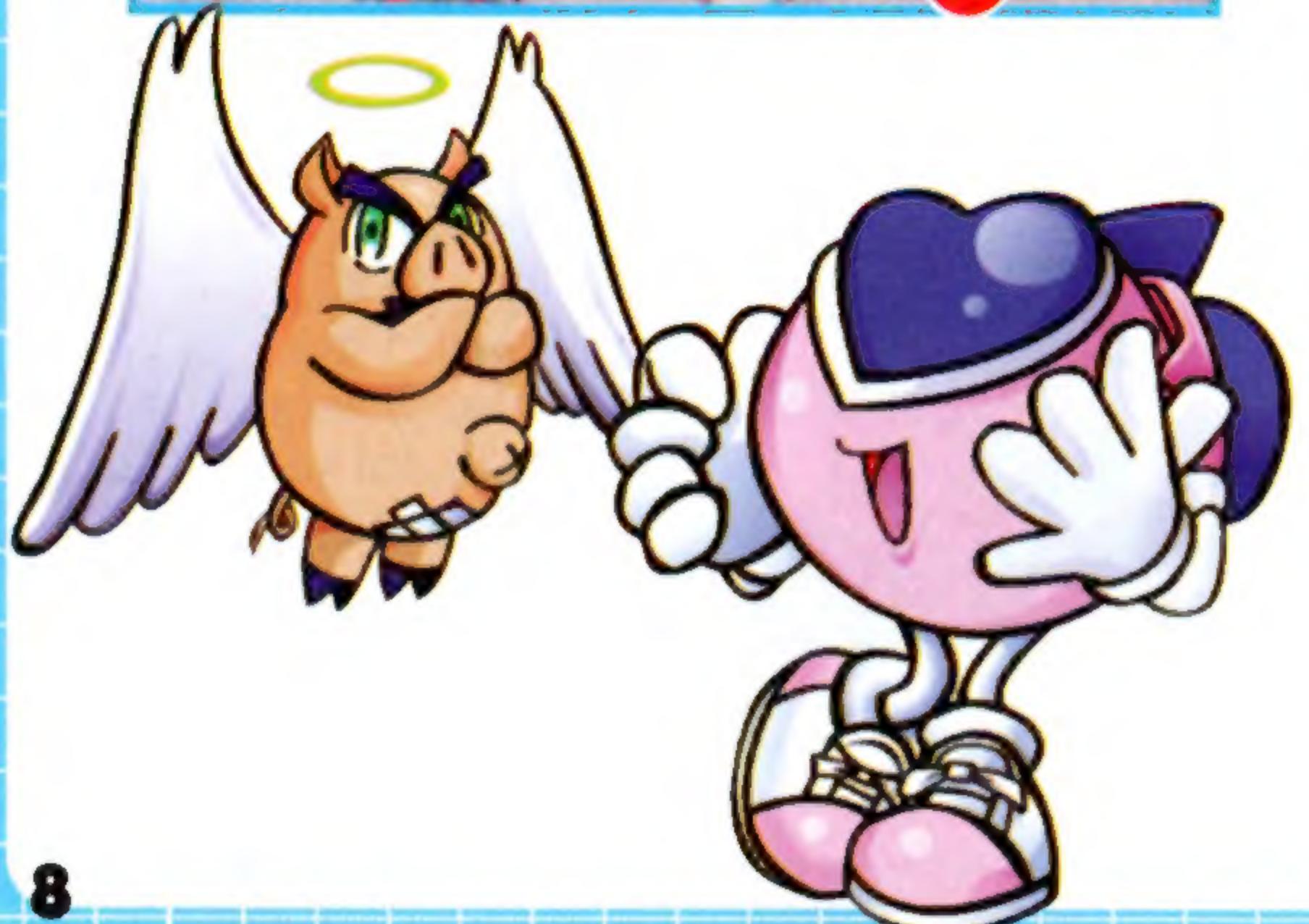
Representative

Continuously blows out ion rings used to attack the Vic Viper ship. Is there a possibility that he could be from some ancient space ruins?!

*Top Speed ⑤

*Acceleration ② *Grip ②

Viewing the Race Screen



- 1** Items in possession *See Items - pg. 14
- 2** Power Gauge: Displays the remaining number of times an item can be used.
Green Light : 1 time remaining
Blue Light : 2 times remaining
Red Light : 3 times remaining
- 3** Course Direction Display
- 4** Current Time
- 5** Current Lap / Number of Laps Cleared
- 6** Current Location on Course
- 7** Course Outline
- 8** Speedometer
- 9** Display of Current Positions up to 4th Place
- 10** Player's Current Ranking
- 11** Number of Coins Currently Held



Race Menu

Krazy GP *See License - pg. 13

This is the menu selection for the Grand Prix races, in which the player's goal is to place 1st overall in each of the cups. Finishing in 3rd place or higher in a race allows the player to advance to the next race. If the total number of player points at the end of 4 races ranks the player 1st overall, the player will be able to take a license test.

How to begin the Grand Prix race

Use the Control Pad to select Krazy GP on the Race Menu Screen and press the A Button.

Use Up or Down to select the game level and press the A Button. Choose your favorite character on the Character Selection Screen using the Control Pad and press the A Button to confirm selection. Finally, use Left or Right on the Cup Selection Menu to choose the cup to race in and press the A Button to confirm and begin the race.

*Of the 4 available cups, the only one that can be chosen at first is the Krazy Cup.

In order to participate in other cups, the player must obtain licenses.

*An increase in game level makes player rivals stronger and raises the limit on maximum speeds, making the game more difficult overall.

Game Over

When the player finishes in 4th place or lower in any of the races in the Grand Prix they may continue, but will lose 1 player. When there are no remaining players left to continue with, and a player places in 4th place or lower once again, the game will be over.

Time Attack

This is the menu selection for the player to race against the clock on their favorite course. There are no rivals to interfere with the player from breaking course records!

How to begin a Time Attack

Select Time Attack from the Race Menu Screen and press the A Button. Use the Control Pad to choose your favorite character and press the A Button. Use Up and Down to select the course to race on within the Course Selection Screen and press the A Button to confirm your choice.

Free Run

Use this menu selection to race on your favorite course. This is the place to practice for the Grand Prix races.

How to start a Free Run

Choose Free Run from the Race Menu Screen and press the A Button. Use Up and Down to set the game level and press the A Button. Select your favorite character with the Control Pad and press the A Button to confirm. Finally, choose the course to be raced within the Course Selection Screen and press the A Button to confirm your choice.

*In Time Attack and Free Run modes player can only select 12 of the 16 courses. The remaining 4 courses can be selected once the player has advanced to the Krazy Grand Prix Cup.

VS. Mode (Multi-Player Race)

Look at the description on p.18 on how to connect the Game Link® Cable to multiple Game Boy® Advance systems. Once this step has been completed, both players who want to join in a multi-player race should select VS. Mode from the Race Menu and press the A Button to confirm. Once VS. Mode has been entered, a message will be sent to confirm the number of player entrants. If this number is correct, press the A Button. Next, select the menu for VS. race and press the A Button to confirm your selection. The multi-player race and battle are played like a normal race, except that the player's rivals are the other connected players. Once all the players are connected in VS. Mode, any player can select the Race Menu.

Free Run : Just like a normal Free Run, except with the connected players as rivals.

Match Race : A VS. race between players.

Mini-Battle : Just like a normal mini-battle, except with the connected players as rivals.

Pause Menu

Press START during a race or battle to pause the game. Press START, or the B Button, to return to the game.

During the Grand Prix	Continue	The game is returned to as it was.
	Quit	Give up and return to the Race Menu.
During all other races besides Grand Prix	Retry	Try again from the starting point under the same game conditions.
	Change Character	Change characters and play the course again under the same conditions.
	Change Course	Change course and start over under the same conditions.
	Quit	Give up and return to the Race Menu.

Mini-Battle

Enjoy a mini-game that's a little different from your average race.

Bomb Chaser

Staying within the time limit, drive through the course and play Bomb Chaser.

Rules:

The "it" character is randomly selected before the race begins. The character with the bomb is "it". When the go-cart of the character who's "it" touches another go-cart, the touched go-cart becomes "it" and the bomb is transferred. A player wins when they do not have the bomb when time runs out. Keep a watch over the amount of remaining gasoline. If a character runs out of gasoline their go-cart becomes extremely slow and turns into an easy target. After a set amount of time, gasoline will appear on the course.

Chicken

This is a battle of wits to see who can run a straight 400-meter course and stop closest to the goal.

Rules:

The player's go-cart automatically starts moving after the battle begins. Press the B Button to brake at just the right spot. The character that is able to stop closest to the goal is the winner. Keep in mind that the brake can only be used once.

License Center

This is where the player takes driving tests to obtain each one of the licenses. Tests can only be taken if the player has finished in 1st place in the Krazy Grand Prix Cup and received test-taking credentials. Becoming the Krazy Cup champion makes the player eligible for the “B Class” license. After the “B Class” license test has been passed, the player is able to race in the Hyper Cup and Premium Cup. Finishing in 1st place in both the Hyper Cup and the Premium Cup makes the player eligible to take the “A Class” license test. The “A Class” license is necessary in order to race in the Champion Cup. Rumor has it that there is a “S Class” license as well.

Rumor Billboard

Visiting the Rumor Billboard makes a wide variety of information on the game available to the player. Newly uploaded information is designated by a “New” mark next to icons on the Home Page (Menu Screen).

Save

Current game progress can be saved as 3 different save game files. Select the file to save the game in with Up or Down on the Control Pad and press the A Button to confirm. Saved data includes the player’s name, license credentials, number of coins, trophies, last character used, and titles earned.

*Titles reflect a player’s characteristics. You’ll see when saving for the first time.

Items

Picking up Bells scattered throughout the race course during the Grand Prix and the Free Run allows the player to get their hands on a variety of different items. Blue Bells are Engine Turbo boosters, and Red Bells are for all other items. It is not clear what these items are until the Bell is picked up. Press the L Button to use collected items.

Turbo

Turbo speed. Particularly effective if used after a spinout or crash.

Eye Wrap

Player becomes invisible to rivals for a fixed amount of time.

Time Bomber

This item explodes 3 seconds after being set on the ground. It will explode before the 3 seconds are up if a rival comes into contact with it.

Scooper Drill

Drills a hole in the ground. Falling in causes a major loss in time.

Barrier

The player will be protected from rival attacks for a fixed period of time.

Blue Missile

This missile, which shoots straight forward, can be launched three times. Enemies crash when hit.

Red Missile

This automatic heat-seeking missile follows its target wherever it may go. It almost always hits its target.

Ice Crash

Pillars of ice rise from the ground. Go-carts spinout if these ice pillars are hit.

Electric Battery

All rivals are attacked with an electrical charge.

Pigs

All rivals are transformed into pigs for a fixed period of time. Speeds are greatly reduced if characters are turned into pigs, and items cannot be used.

Ally Spark

Friends of each of the characters appear. For a fixed period of time, the player moves at turbo speeds and is invincible. It is also possible to attack rivals by crashing into them.

Be careful of accidentally swapping items!

*Turbo boosters that have been saved up will all be changed into another item if a Red Bell is picked up.

*Other items in possession will be changed to Engine Turbo Boosters if a Blue Bell is picked up.

*Other items in possession will not be changed even when the player picks up a Red Bell.



Purchase Items

Items that are obtained by picking up Red Bells can also be purchased at this shop with Coins collected during races.

Set Items

Simply purchasing items has no value. Press the L or R Buttons to move to the screen to set items and outfit your go-cart with purchased items. As many as three different types of items can be set, with a maximum of 2 of the same type of item equipped. In other words, the number of times items can be used increases by a maximum of 2 additional times. However, it does not help you unless you obtain chosen items during a race. In order to outfit items, use Up and Down to select the “Set Item” option and press the A Button. This will bring up a display of a list of all of the items currently held by the player. Use Left and Right to select items and press the A Button to confirm choices. After items have been set, press the B Button to return to the Home Page (Menu Screen).



Connecting the Game Link® Cable

The following is an explanation of how to link up Game Boy® Advance units using the Game Link® Cable.

Items to Prepare

- Game Boy® Advance Unit ————— A unit for each player is necessary
- "Konami Krazy Racing" Cartridge ————— A cartridge for each player is necessary.
- Game Boy Advance Game Link® Cable
For 2 players ————— 1 cable is necessary

How to Connect the Game Link® Cable

1. Make sure that the Power Switch is OFF on all units, and insert the game cartridge into each unit.
2. Connect each Game Link® Cable by attaching it to the external extension connector on each game unit.
3. Turn the Power Switch ON on each game unit.
4. See pg.11 for descriptions on game button controls.

*Do not connect game units not being used when playing with 2 players.

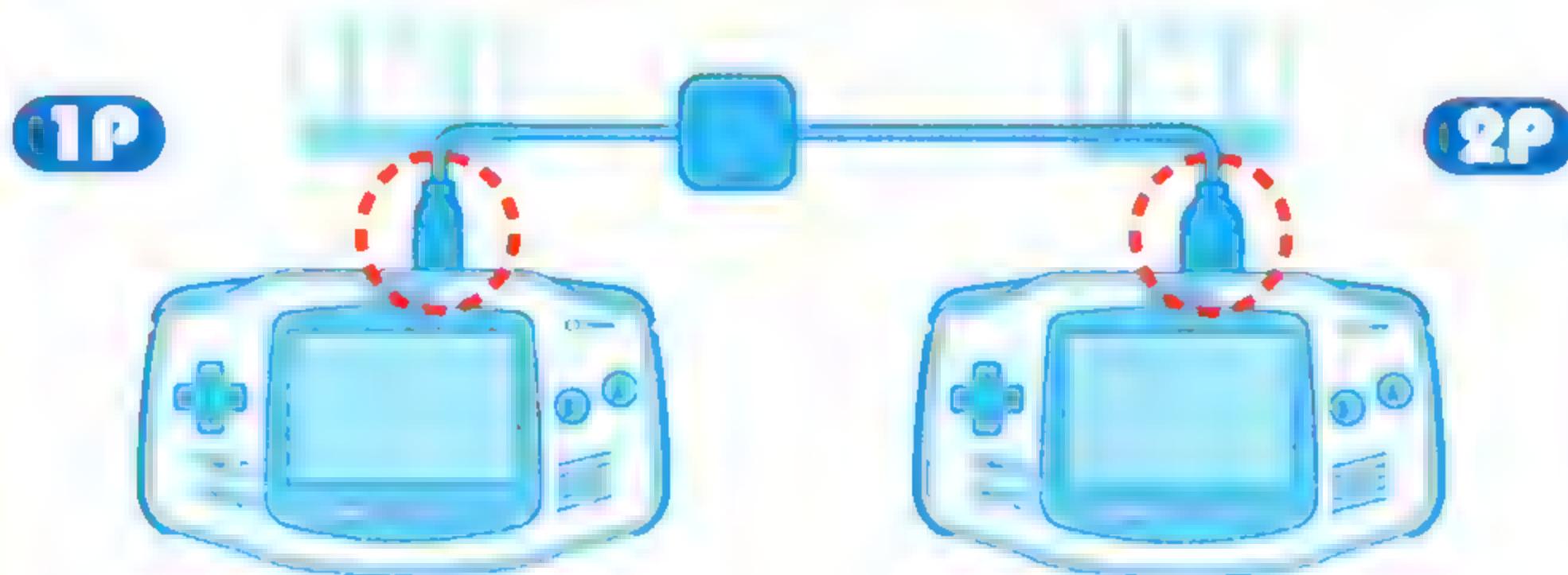
*The player with the game unit connected with the small plug becomes Player 1.

Refer to the chart on the right to connect each unit with the Game Link® cable.
(Note the difference in plug size.)

Cautionary note on the Game Link® Cable

The following cases will result in transmission failure or malfunction.

[Connection Diagram]



- When using any cable other than the Game Boy® Advance Game Link® cable
- When the Game Link® Cable is not completely connected
- When the Game Link® Cable is removed during play
- When the Game Link® Cable is not correctly connected to each game unit
- When more than 2 units are connected

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If you feel stuck in the game, or just need a boost, don't worry!

You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- 95¢ per minute charge
- \$1.25 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:00 A.M. to 4:30 P.M. Pacific Time.

Prices and availability are subject to change. U.S. accessibility only.

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1400 Bridge Parkway, Redwood City, CA 94065 Phone: 650-654-5600

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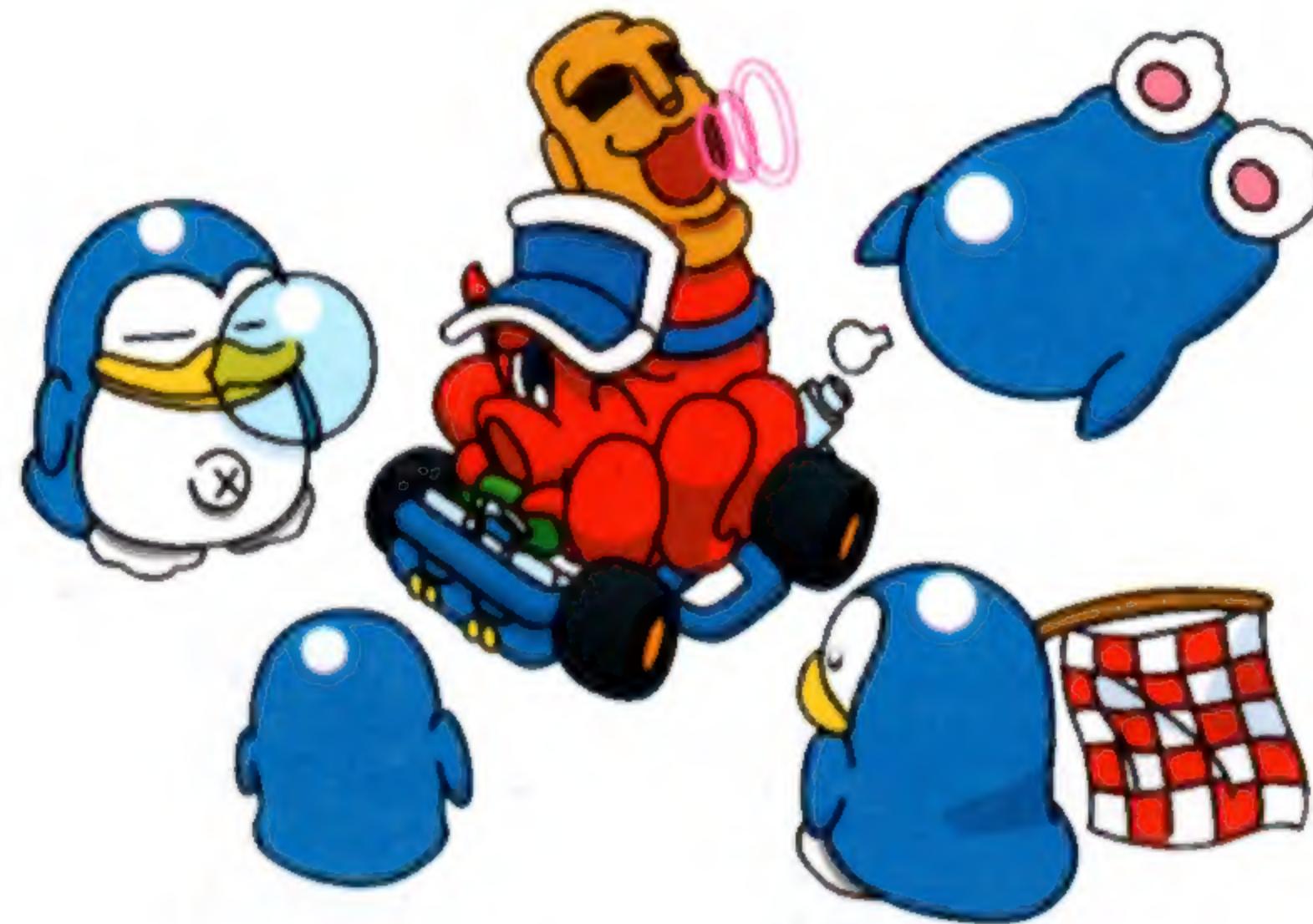
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NOTES



NOTES



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